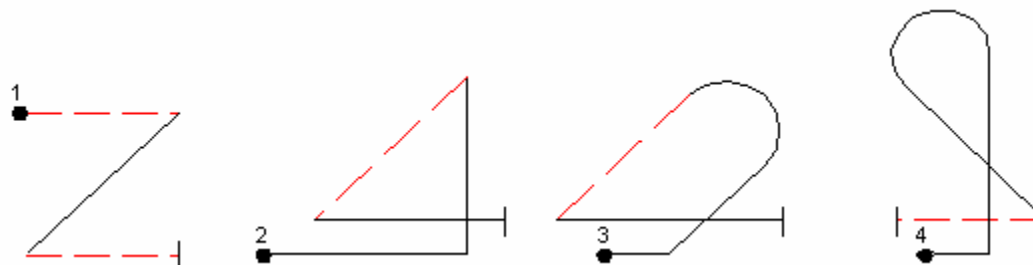


2006 Sportsman Unknown Sequence Construction Rules

1> No 135-degree push or pull from 45-degree downline that ends with horizontal flight path. Examples:



2> No Combination roll elements.

3> One full roll (360 degrees) on any line.

4> One half roll (180 degrees) or one full roll (360 degrees) on horizontal and any 45 degree line.

5> One quarter (90), one half (180), three quarter (270), and one full roll (360), allowed on any vertical line.

6> Any Positive spin from upright.

Sportsman Unknown Special Roll Limitations within Families

Family One special rules:

1. See rules above.

Family Seven special rules:

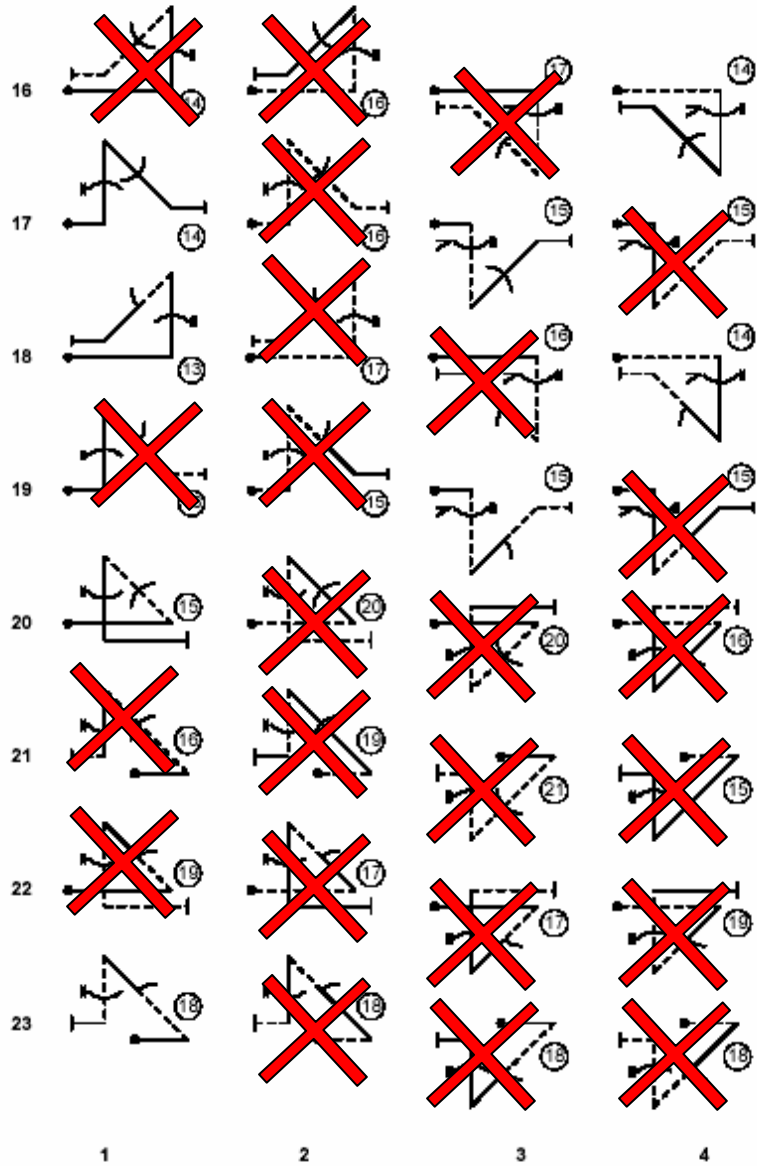
1. See rules above.

Family Eight special rules:

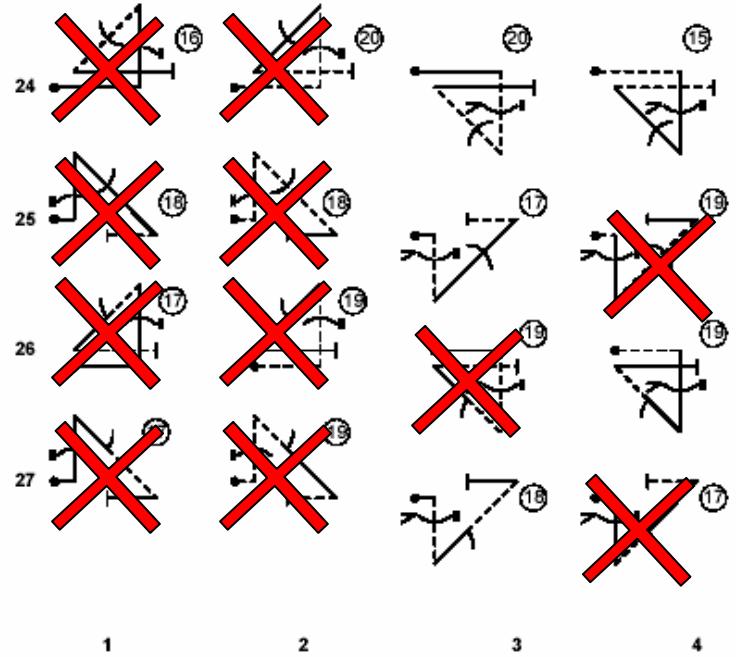
1. See rules above.

See roll limitations on page one.

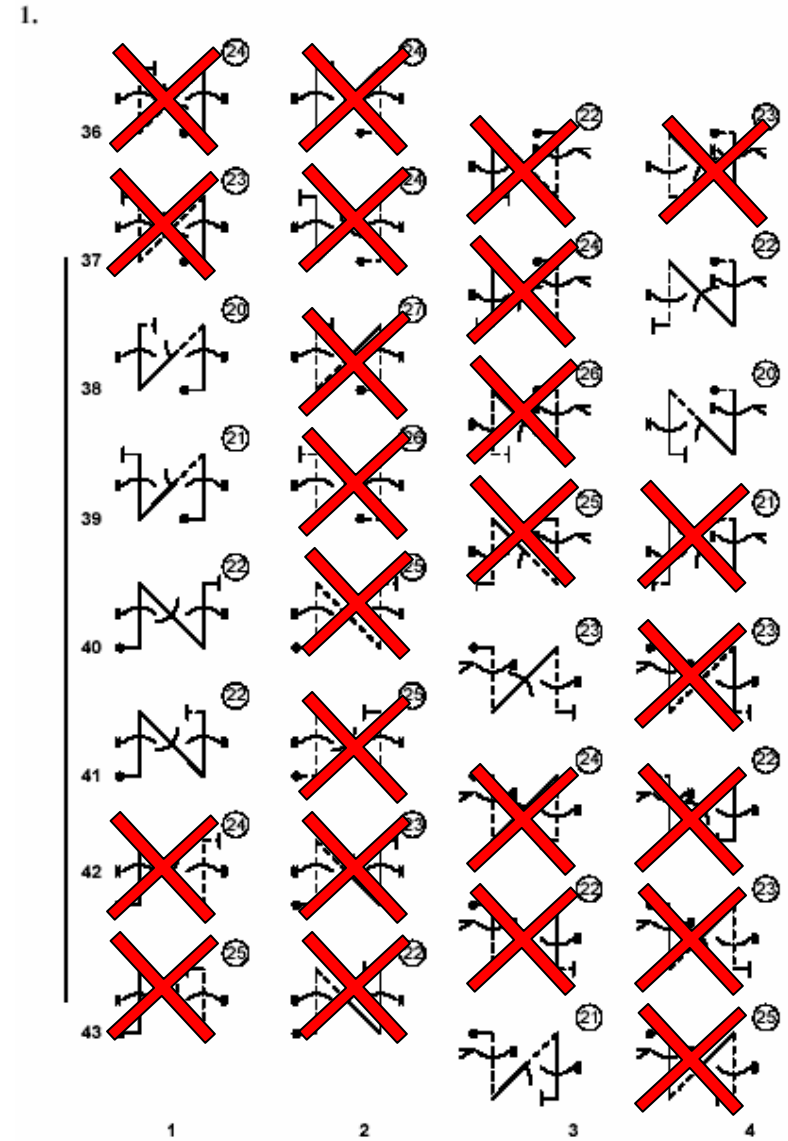
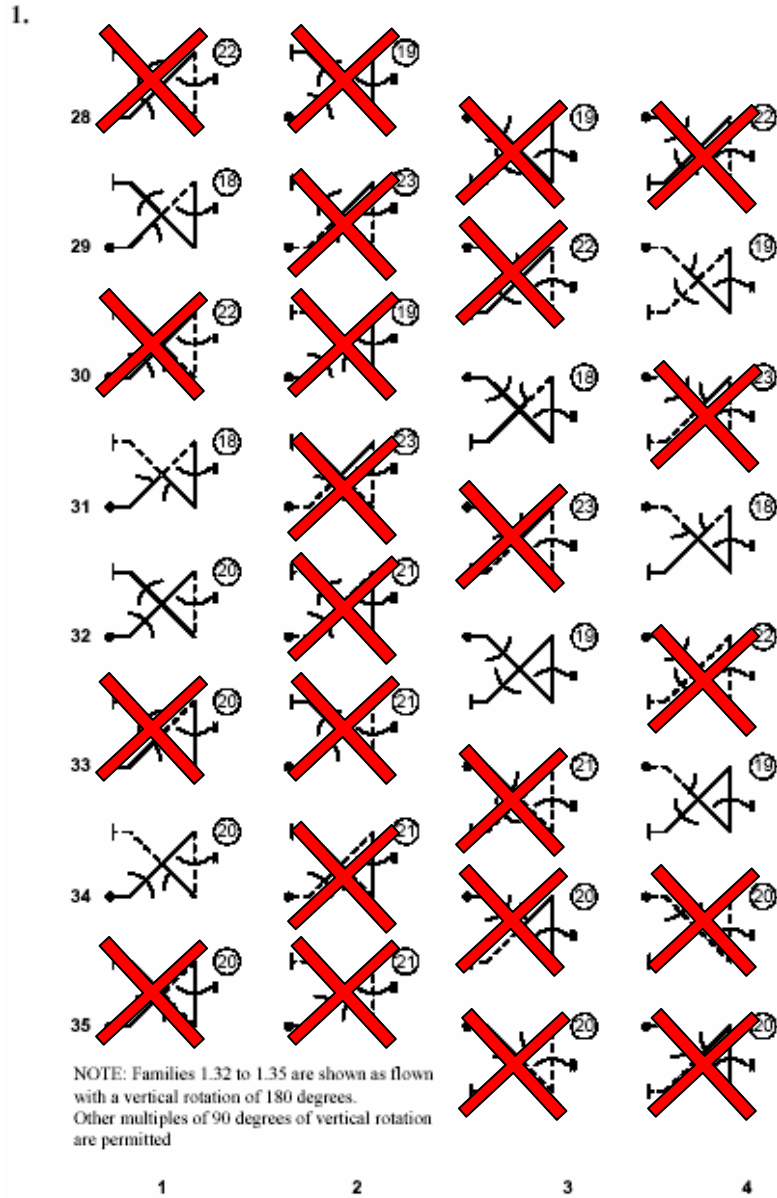
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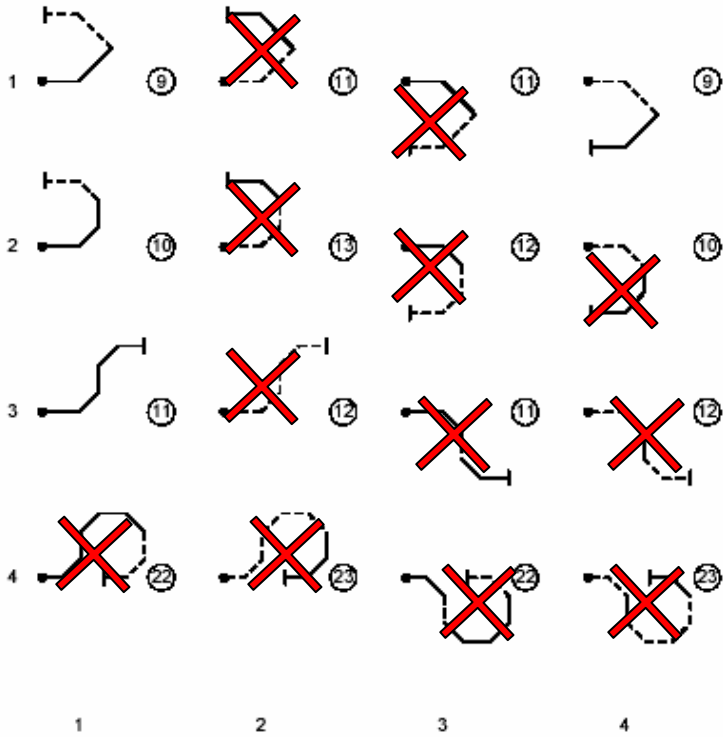


See roll limitations on page one.

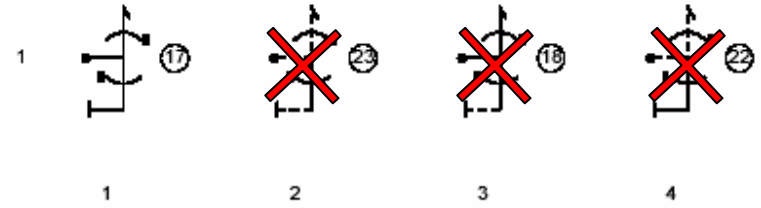


See roll limitations on page one.

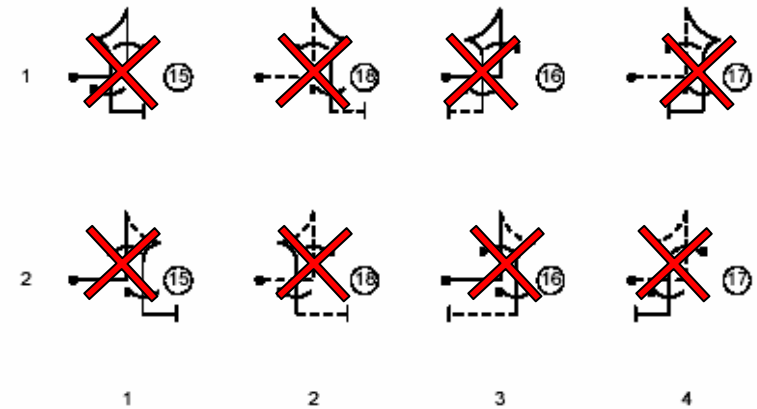
3. COMBINATIONS OF LINES



5. STALL TURNS

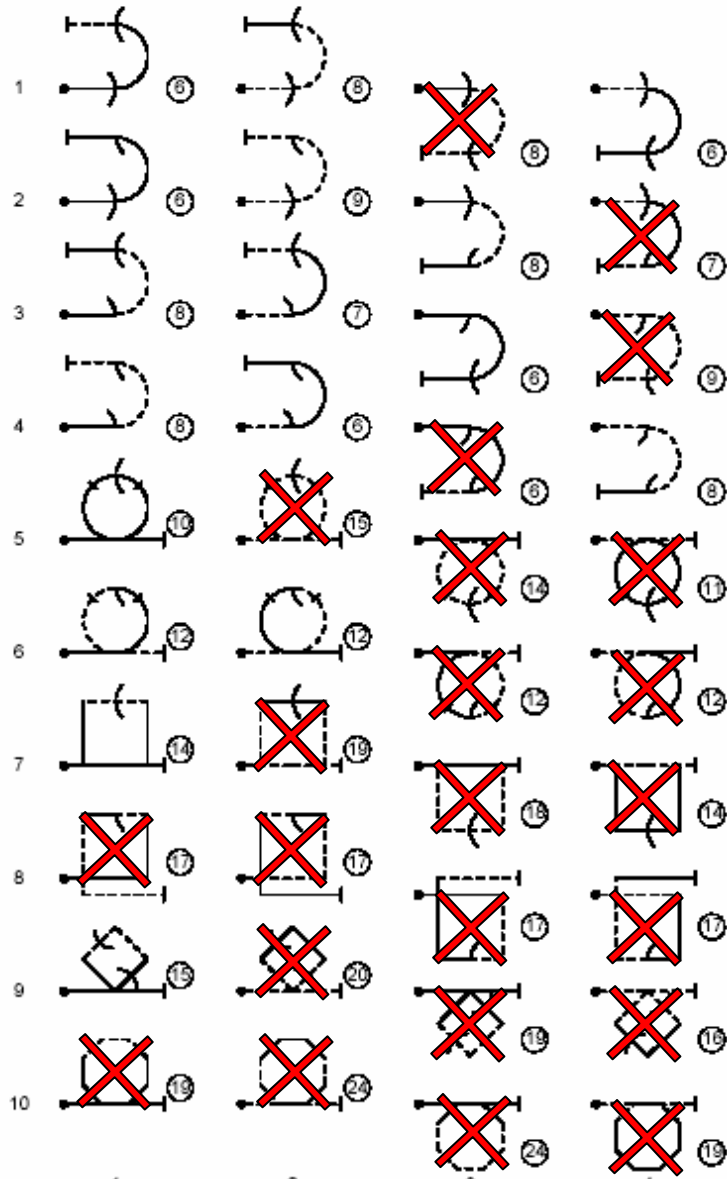


6. TAILSLIDES

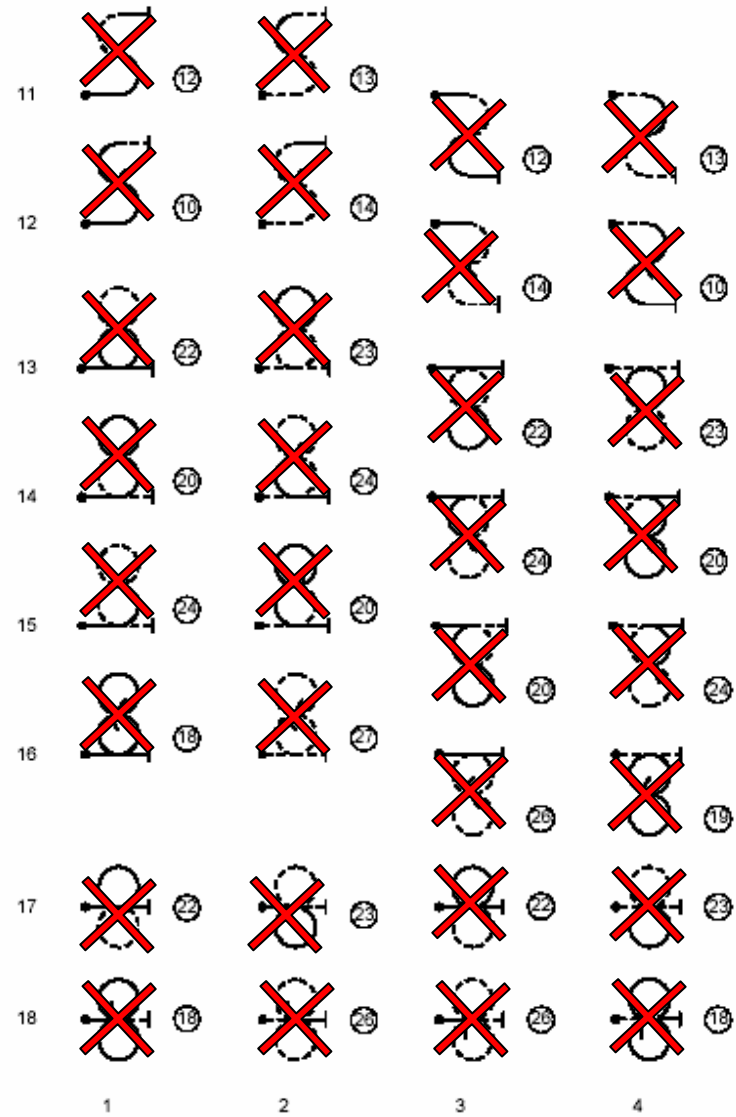



See roll limitations on page one.

7. LOOPS AND EIGHTS

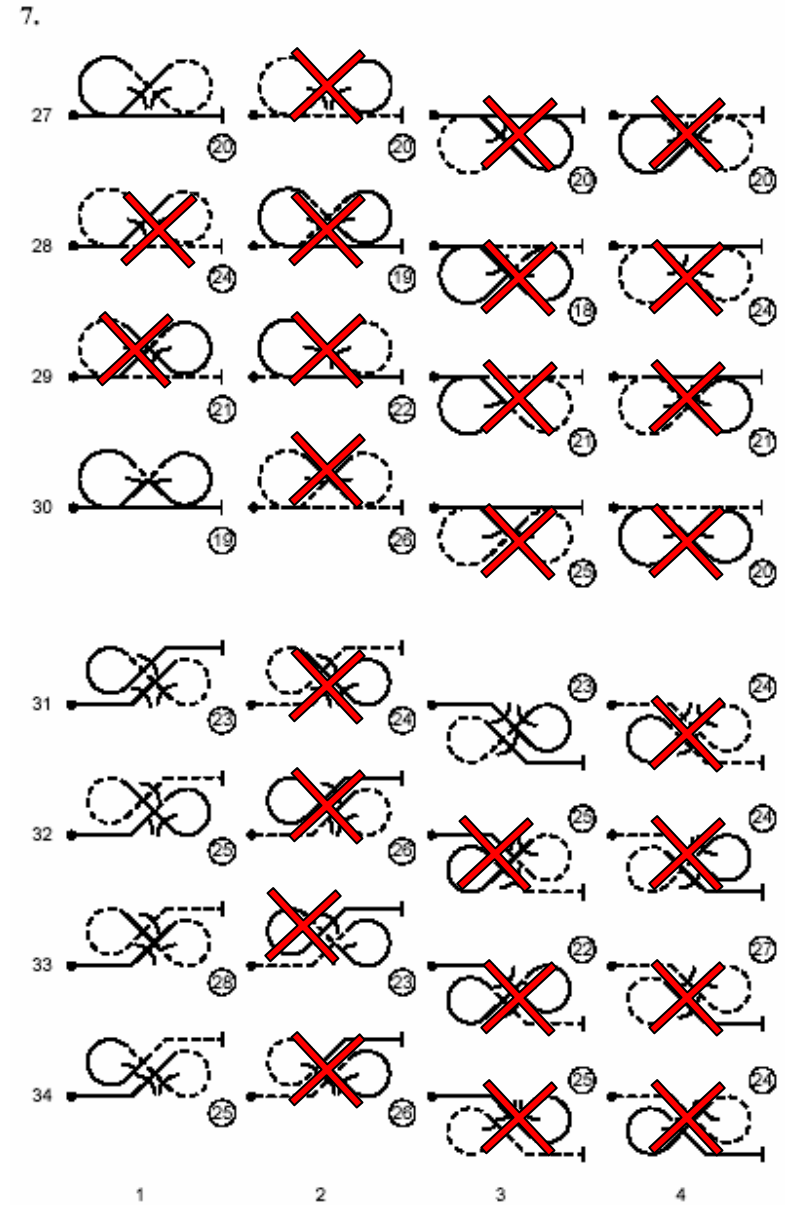
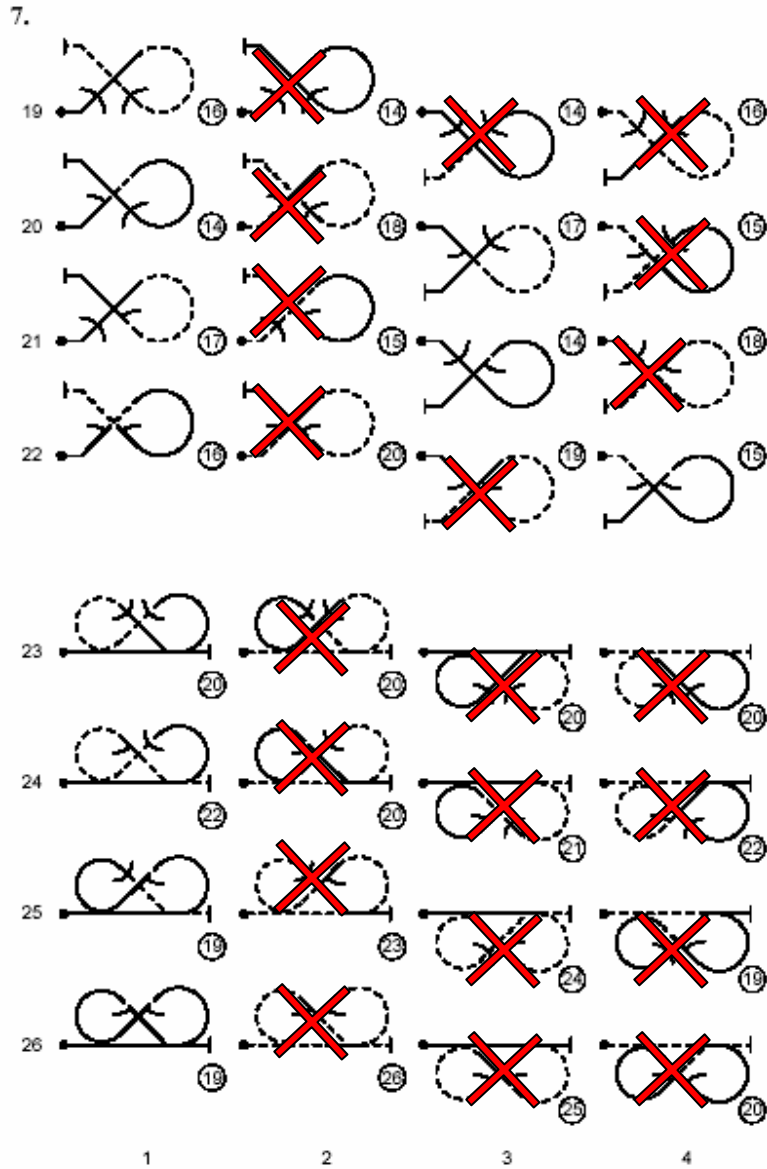


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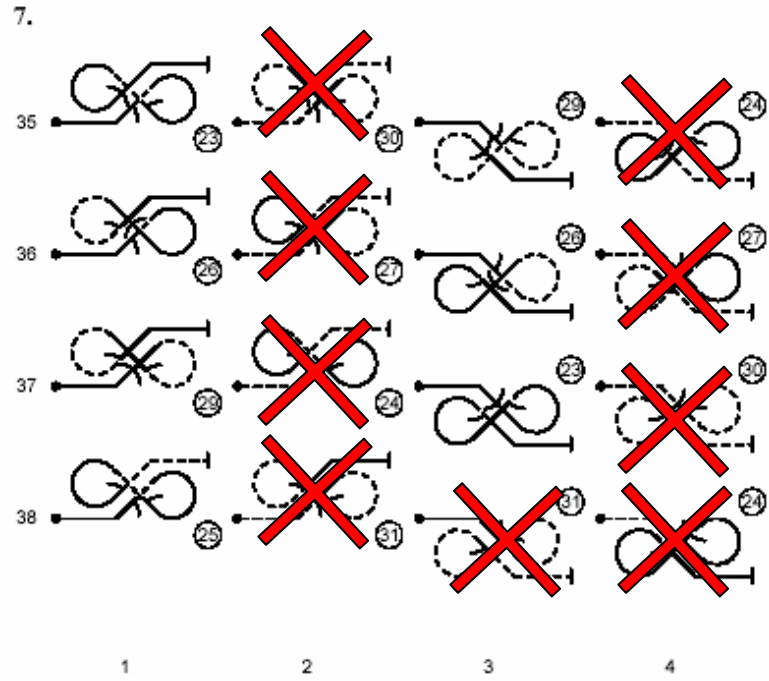


NOTE: At the sign , only half-rolls permitted.

See roll limitations on page one.

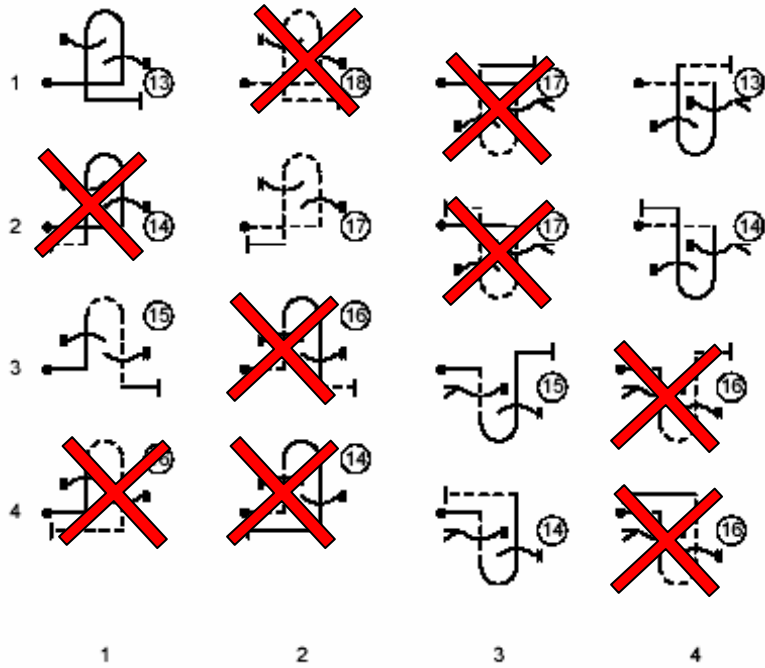


See roll limitations on page one.

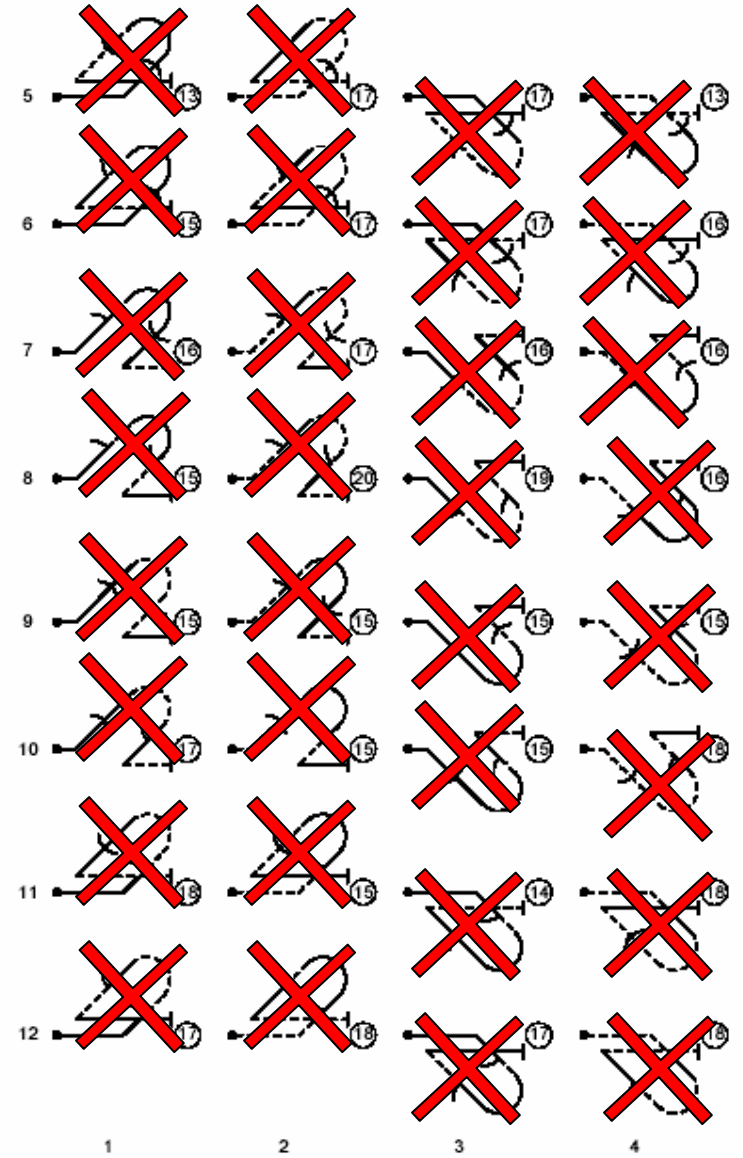


See roll limitations on page one.

8. COMBINATIONS OF LINES, ANGLES AND LOOPS

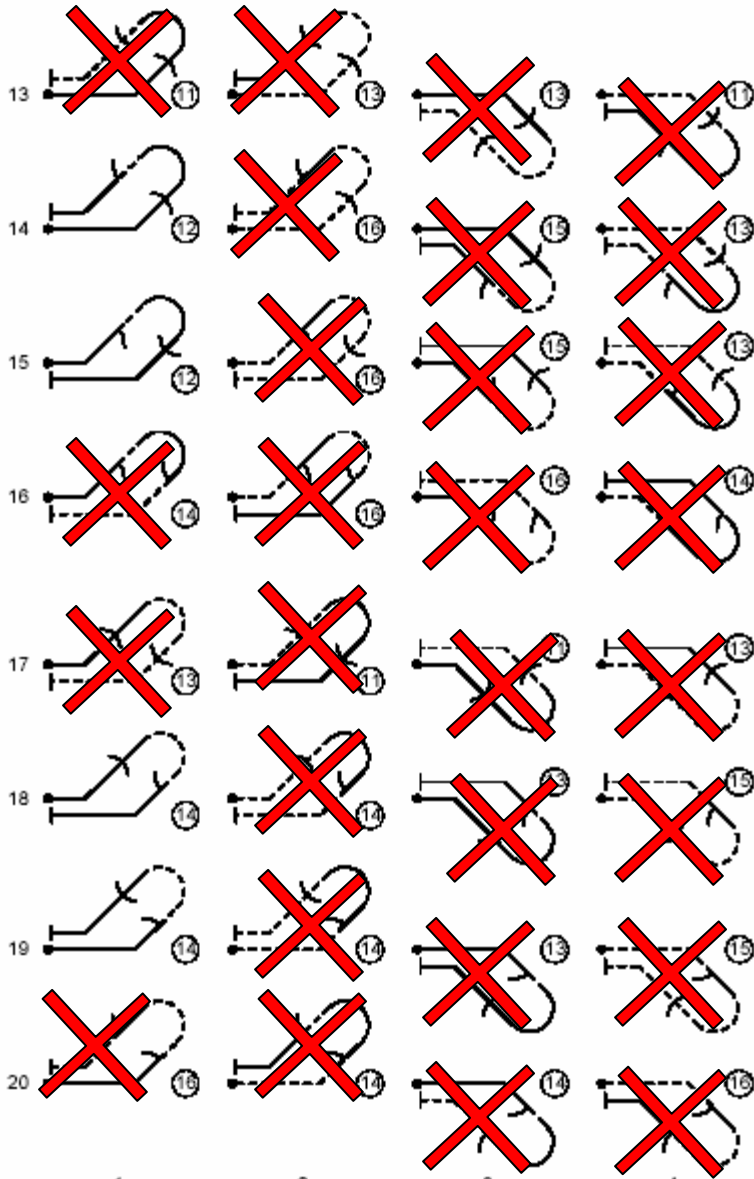


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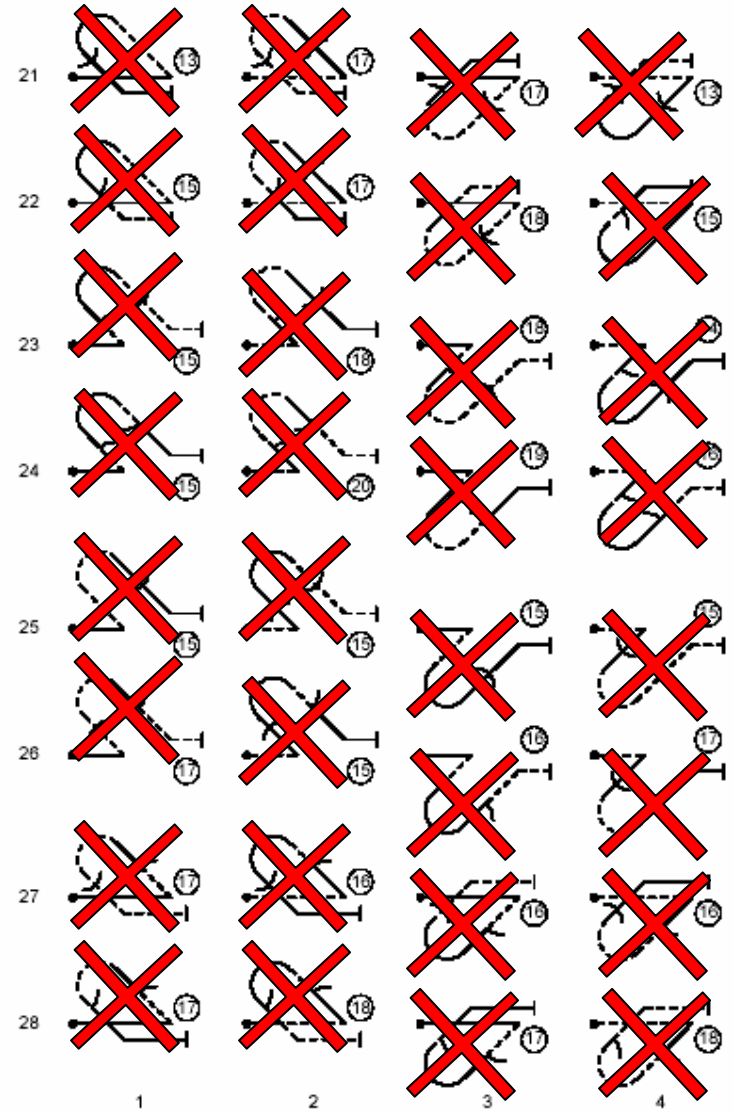


See roll limitations on page one.

8.

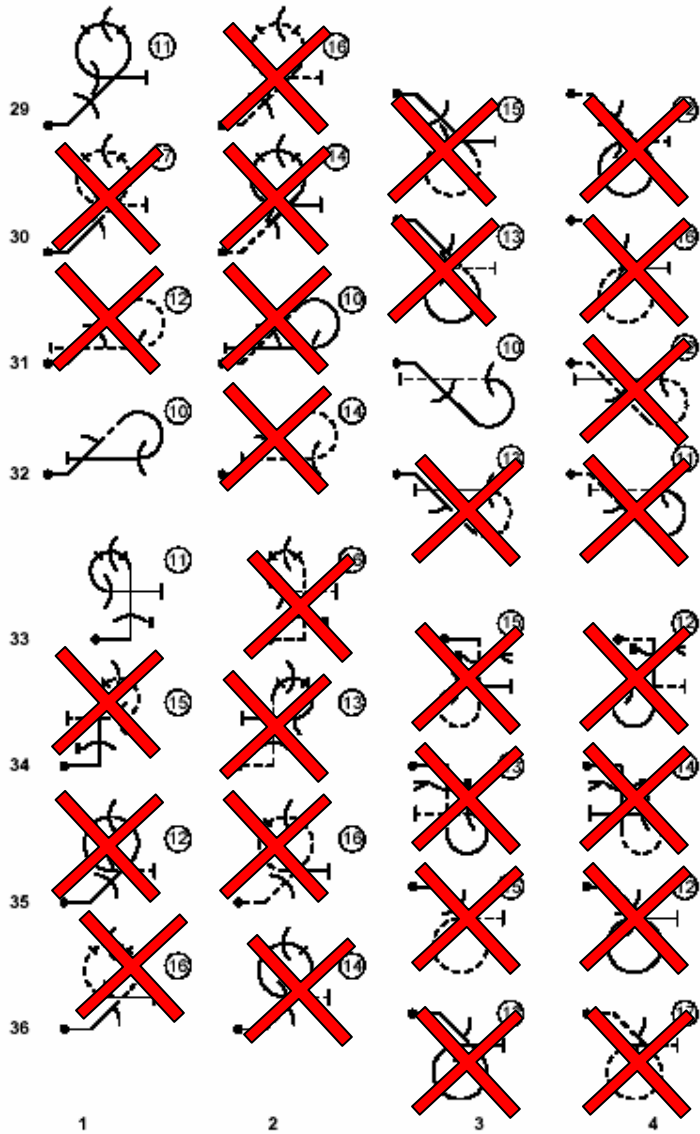


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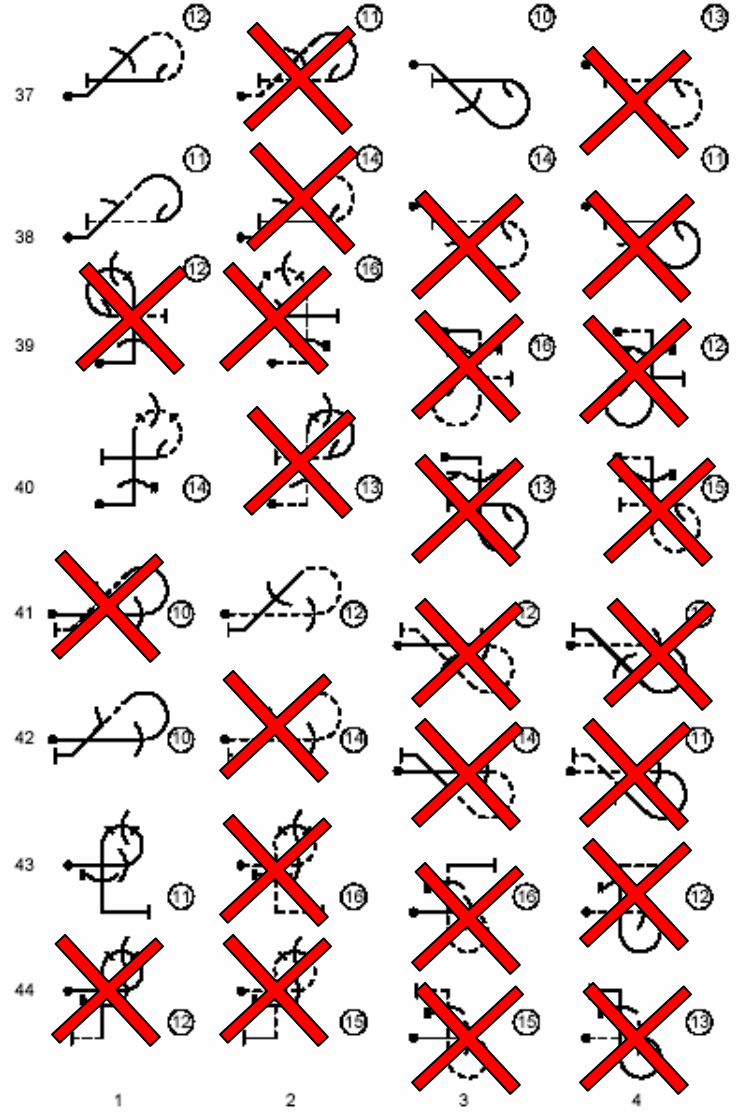


See roll limitations on page one.

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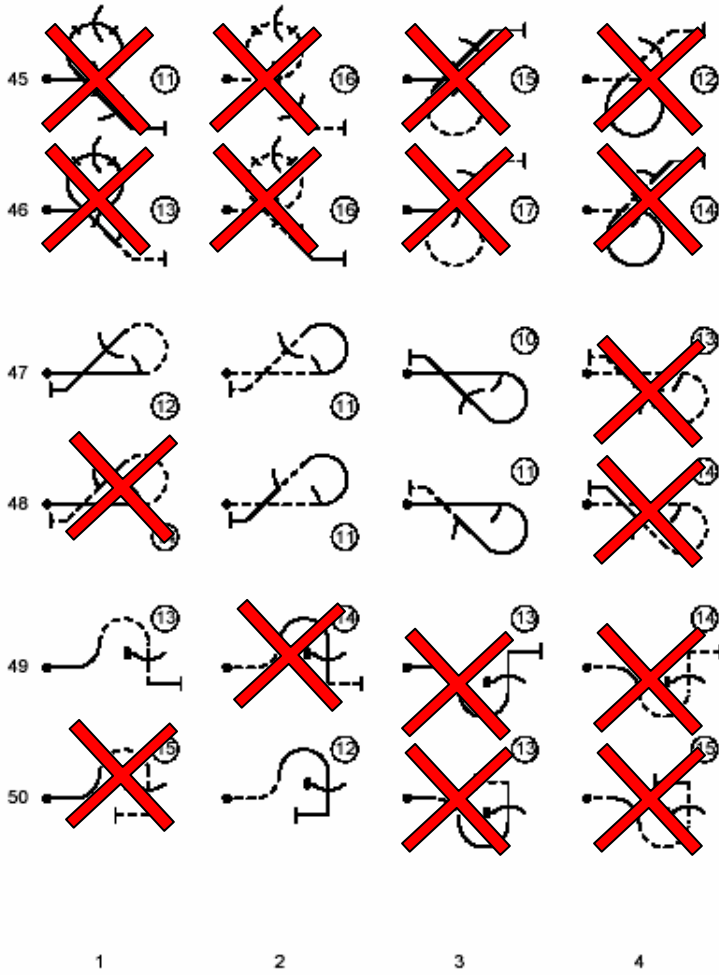


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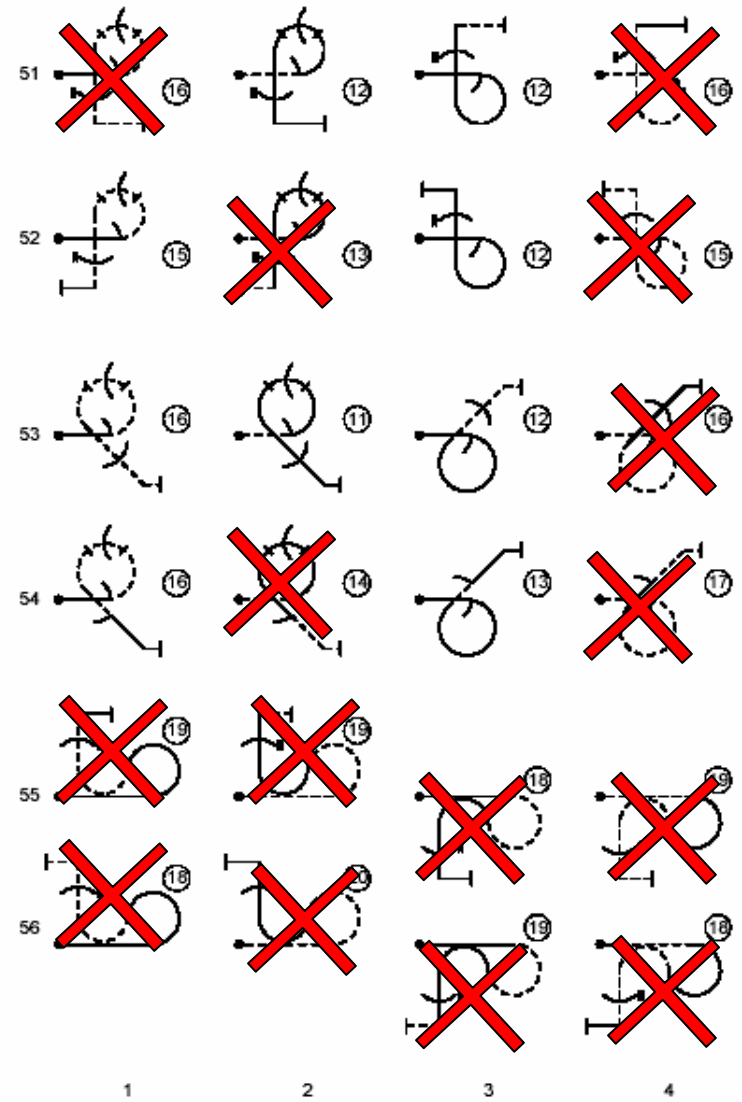


See roll limitations on page one.

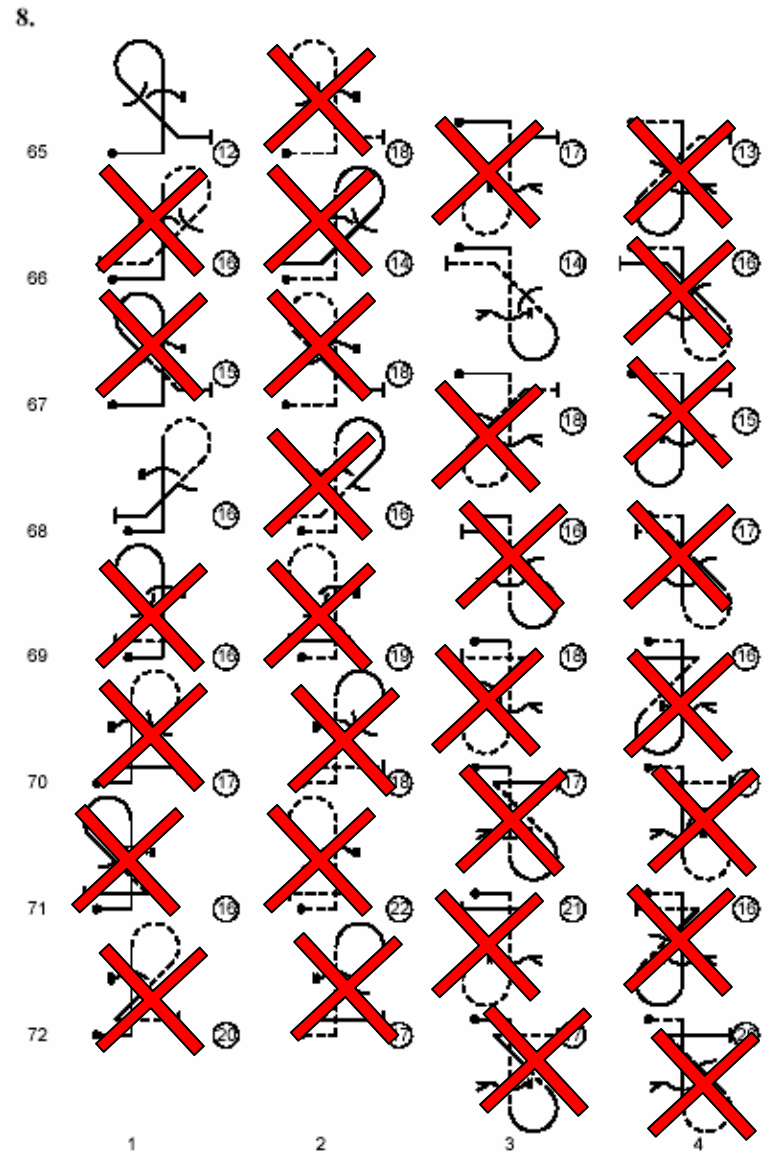
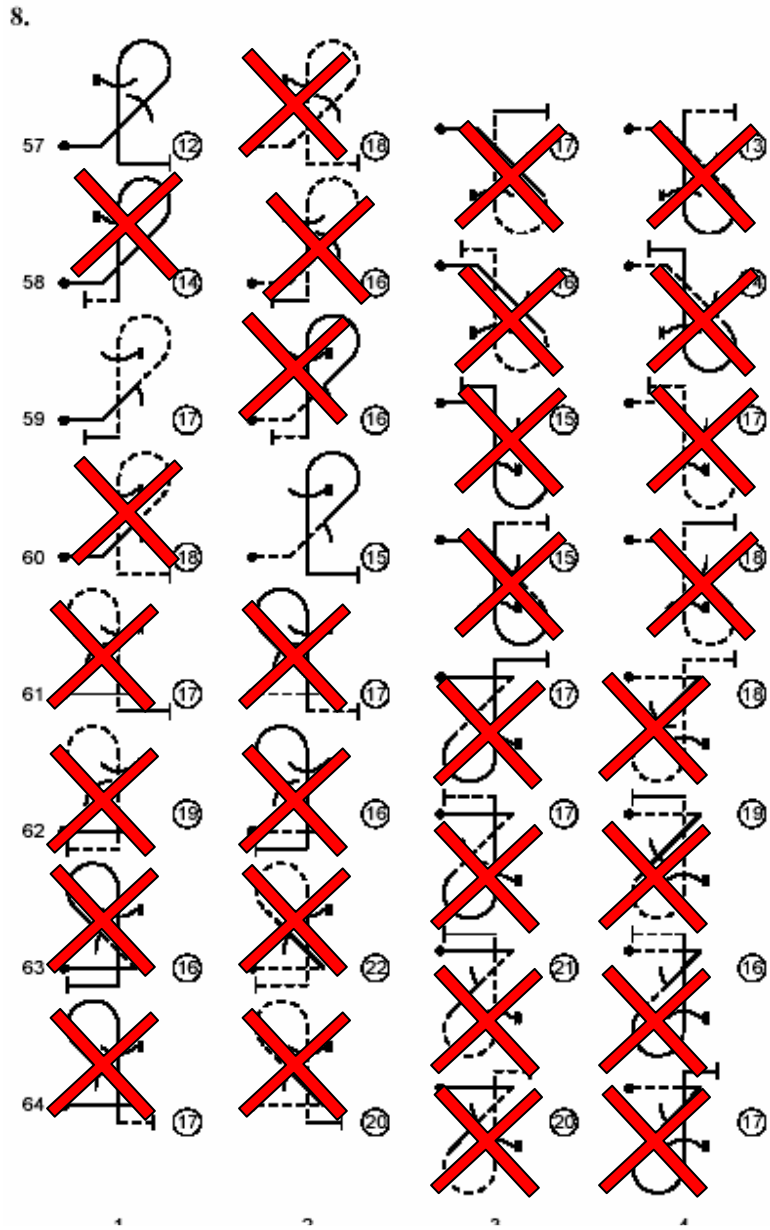
8.



8.



See roll limitations on page one.



Point rolls are not allowed in looping maneuvers.

9. ROLLS AND SPINS

FAMILY 9.1 (SLOW ROLLS)

9.1		$\frac{1}{4}$	$\frac{1}{2}$	$\frac{3}{4}$	1	$1\frac{1}{4}$	$1\frac{1}{2}$	$1\frac{3}{4}$	2
1		6	8	10	12	1	3	5	7
2		2	6	10	10	1	3	5	7
3		2	4	6	8	1	3	5	7
4		2	4	6	8	9	10	11	12
5		2	4	6	8	1	3	5	7
		1	2	3	4	5	6	7	8

FAMILY 9.2 (2-POINT ROLLS)

9.2					1	$1\frac{1}{2}$	2
1					13	7	11
2					11	4	8
3					9	3	6
4					9	13	15
5					4	12	15
		1	2	3	4	5	6

Point rolls are not allowed in looping maneuvers.

FAMILY 9.4 (4-POINT ROLLS)

9.4			½	¾	1	1¼	1½	1¾	2
1		9	X	X	X	X	X	X	X
2		7	X	X	X	X	X	X	X
3		5	X	X	X	X	X	X	
4		5	X	X	X	X	X	X	
5		5	X	X	X	X	X	X	
		1	2	3	4	5	6	7	8

9.8 FAMILY 9.8 (8-POINT ROLLS)

9.8			¼	½	¾	1	1¼	1½	1¾	2
1		7	X	X	X	X	X	X	X	X
2		X	X	X	X	X	X	X	X	
3		X	X	X	X	X	X	X		
4		X	X	X	X	X	X	X		
5		3	X	X	X	X	X	X	X	
		1	2	3	4	5	6	7	8	

9.9.8.4 can only be used on the top of 1/2 or full inside loops.







FAMILY 9.9 (POSITIVE FLICK ROLLS)

9.9		1/2	3/4	1	1 1/4	1 1/2	1 3/4	2	
1		X	X	X	X	X	X	X	
2		X	X	X	X	X	X	X	
3		X	X	11	X	X	X	X	
4		X	X	X	X	X	X	X	
5		X	X	X	X	X	X	X	
6		X	X	X	X	X	X	X	
7		X	X	X	X	X	X	X	
8		X	X	13	X	X	X	X	
9		X	X	X	X	X	X	X	
10		X	X	X	X	X	X	X	
		1	2	3	4	5	6	7	8







FAMILY 9.10 (NEGATIVE FLICK ROLLS)

9.10		1/2	3/4	1	1 1/4	1 1/2	1 3/4	2	
1		X	X	X	X	X	X	X	
2		X	X	X	X	X	X	X	
3		X	X	X	X	X	X	X	
4		X	X	X	X	X	X	X	
5		X	X	X	X	X	X	X	
6		X	X	X	X	X	X	X	
7		X	X	X	X	X	X	X	
8		X	X	X	X	X	X	X	
9		X	X	X	X	X	X	X	
10		X	X	X	X	X	X	X	
		1	2	3	4	5	6	7	8

FAMILY 9.11 (POSITIVE SPINS)

								
			1	1 1/4	1 1/2	1 3/4	2	
1		Upright Entry Line		5	4	3	3	3
			4	5	6	7	8	

FAMILY 9.12 (NEGATIVE SPINS)

								
			1	1 1/4	1 1/2	1 3/4	2	
1		Inverted Entry Line		5	4	3	3	3
			4	5	6	7	8	